a media reader for reading content of each of the plurality of kinds of media types and for reading a corresponding rating for each said media type of the content; and

a console application stored in the memory, wherein when the console application is executed by the processor:

if the parental restriction control setting corresponding to the media type of the content being read is satisfied, then the console application renders a performance of the content read by the media reader.

2. (Once Amended) A game console as recited in claim 1 wherein the media reader is a broadband connectivity component for receiving and reading the plurality of different kinds of media types from an online source.

3. A game console as recited in claim 1 wherein the parental control setting is associated with a rating system used in a country for which the game console is configured.

4. (Once Amended) A game console as recited in claim 2 wherein the kind of media type that the media reader reads is online data having a rating for the online data.

5. A game console as recited in claim 1 wherein the parental control setting is associated with game content.

6.     A game console as recited in claim 1 wherein the parental control setting is associated with audio content.

7.     A game console as recited in claim 1 wherein the parental control setting is associated with video content.

8.     A game console as recited in claim 1 wherein the parental control setting is associated with online content.

9.     A game console as recited in claim 1 wherein the memory comprises a hard disk drive.

10.     A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of at least one parental control setting.

11.     A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of a game content parental control setting, an audio content parental control setting, a video content parental control setting, and an online content parental control setting.

12.     A game console as recited in claim 1 wherein the console application presents a user interface that allows entry of a password associated with at least one parental control setting.

13. (Once Amended)    A method comprising:

identifying content from among each of a plurality of different media types to be executed on a game console and a corresponding rating thereof;

identifying a parental control setting stored in the game console for the media type of the identified content;

analyzing the content to be executed on the game console using the media type thereof and the parental control setting of the media type; and

executing the content on the game console if the rating of the identified content satisfies the parental control setting.

14. A method as recited in claim 13 wherein the content to be executed on the game console is game content.

15. A method as recited in claim 13 wherein the content to be executed on the game console is audio content.

16. A method as recited in claim 13 wherein the content to be executed on the game console is video content.

17. (Once Amended)    A method as recited in claim 13 wherein the identifying content further comprises receiving and reading the content from a broadband connectivity component and a rating for the content.

18.    A method as recited in claim 13 wherein the content from a broadband connectivity component is online data.

21.    A method as recited in claim 13 further including generating a message indicating unacceptable content if the content does not satisfy the parental control setting.

22.    One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 13.

23.    (Once Amended)    A method comprising:

identifying a media type of content to be accessed by a game console from among each of a plurality of media types;

identifying a parental control setting stored in non-removable memory of the game console and associated with the media type of content to be accessed by the game console;

analyzing the content to be accessed by the game console using the identified parental control setting; and

allowing the game console to access the content if the content satisfies the identified parental control setting and otherwise outputting a diagnostic.

24.    (Once Amended)    A method as recited in claim 23 wherein the media type of content to be accessed by the game console is game data.

25. (Once Amended) A method as recited in claim 23 wherein the media type of content to be accessed by the game console is audio data.

26. (Once Amended) A method as recited in claim 23 wherein the media type of content to be accessed by the game console is video data.

27. (Once Amended) A method as recited in claim 23 wherein the media type of content to be accessed by the game console is online data.

28. One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 23.

29. A user interface for a game console, comprising:

a main menu configured to identify different media types that may be played by the game console; and

a parental control settings menu accessible from the main menu to allow a user to set various content restrictions for each of the different media types that may be played by the game console.

30. A user interface as recited in claim 29 wherein the different media types that may be played by the game console include a game media type, a music media type, and a movie media type.

31. A user interface as recited in claim 29 wherein the parental control settings menu further allows a user to set a password to prevent unauthorized modification of the parental control settings.

32. (Once Amended) A user interface for a game console, comprising:

a range indicator that identifies a range of content restriction levels that may be played by the game console for a variety of different media types; and

a control movable relative to the range indicator to select a particular content restriction level corresponding to each said media type.

33. A user interface as recited in claim 32, further comprising a first display region to identify a particular media type that may be played by the game console, the range indicator being adapted to identify ranges of content restriction levels for the media type identified in the first display region.

34. A user interface as recited in claim 32, further comprising a second display region to identify a summary of the content restriction for the currently selected content restriction level.

35. (Once Amended) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, cause the game console to:

identify content to be played by the game console based upon different kinds of media types that can be played by the game console;

identify a parental control setting associated with the particular media type of the identified content;

determine whether the particular media type of the identified content satisfies the parental control setting; and

playing the identified content if the identified content satisfies the parental control setting.

36.    A computer-readable medium as recited in claim 35 wherein the identified content to be played by the game console is selected from a group of media types comprising game data, audio data, and video data.

37.    A computer-readable medium as recited in claim 35 wherein the instructions further cause the game controller to modify the parental content settings after a user enters a valid password associated with the parental content settings.

38.    (New) A game console, comprising:

a memory;

a processor;

a media reader for different media types and a corresponding rating for each; and

a console application stored in the memory, wherein:

a control setting is stored in the memory for each said media type; and

the console application, when executed by the processor, performs the media type read by the media reader except when the rating thereof does not satisfy the control setting for the media type.

39.    (New) The game console as defined in Claim 38, wherein the different media types include computer games, music tracks, and movies.

40.    (New) The game console as defined in Claim 38, wherein the control setting stored in the memory corresponds to a location of use.

41.    (New) The game console as defined in Claim 38, wherein the memory is kept in a non-removable memory device.

42.    (New) The game console as defined in Claim 38, wherein the media reader is an optical disk reader.

43.    (New) The game console as defined in Claim 38, wherein the media reader is a hard disk drive.

44.    (New) The game console as defined in Claim 38, wherein the media reader is a portable media drive.

45. (New) The game console as defined in Claim 38, wherein the media reader is a broadband connectivity component for receiving and reading the different media types from an online source.

46. (New) The game console as defined in Claim 38, wherein the media reader is a combination selected from the group consisting of:

an optical disk reader;

a hard disk drive;

a portable media drive; and

a broadband connectivity component for receiving and reading the different media types from an online source.

47. (New) A game console comprising:

means for reading different media types and a corresponding parental rating for each;

means for storing a console application and a control setting for each said media type; and

means for executing the console application to perform the media type read by the media reader when the parental rating thereof satisfies the control setting for the media type.

48. (New). The game console as defined in Claim 47, wherein the different media types include computer games, music tracks, and movies.

49.    (New) The game console as defined in Claim 47, wherein the control setting corresponds to a location of use.

50.    (New) The game console as defined in Claim 47, wherein the means for storing is a non-removable memory device.

51.    (New) The game console as defined in Claim 47, wherein the means for reading is selected from the group consisting of an optical disk reader, a hard disk drive, a portable media drive, and a broadband connectivity component for receiving and reading the different media types from an online source, and combinations thereof.